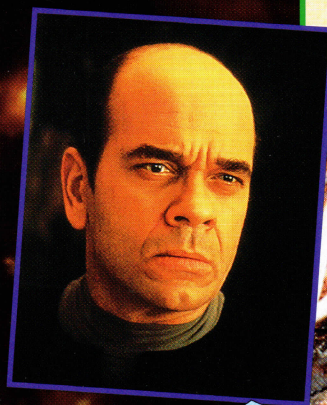
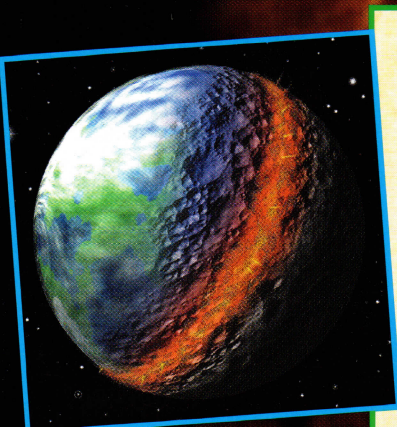


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Index to the greediest Ferengi

Holotechnology Index
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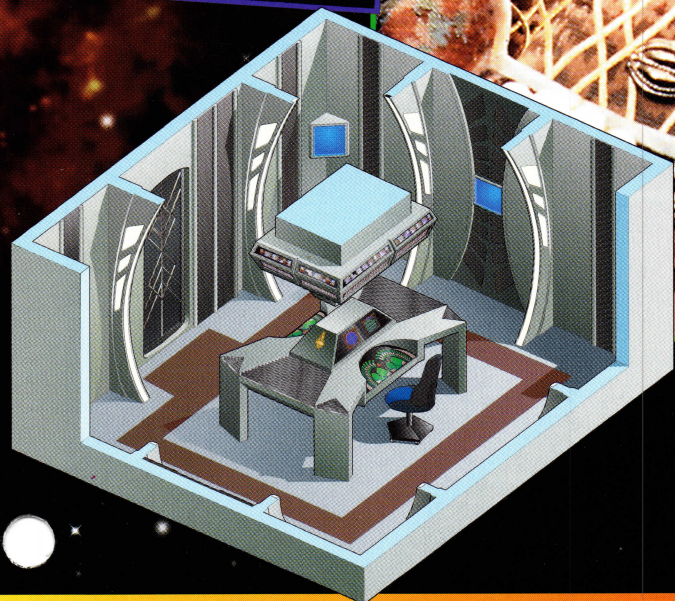


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Emergency Medical Hologram
Succumbing to the forces of darkness

Species 10026
Doomed to assimilation

Klingon Data Screens
Data input, warrior style



DEEP SPACE NINE: Science Lab
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The Guide to the STAR TREK Galaxy

FILE 1 CARD 80

GRAND NAGUS ZEK INDEX

When an individual is chosen to represent their race as a Galactic leader, their most honest and personable qualities are usually the defining characteristics in their selection, but for **Grand Nagus Zek**, greed is of the utmost importance.

THE ZEK FILES

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Grand Nagus Zek



Grand Nagus Zek is easily identified by his wizened appearance and large lobes. As the leader of the **Ferengi Alliance**, he is revered by his people.

FILE 51 CARD 5

Rules of Acquisition



FILE 14 CARD 3

Part of **Zek's** role as **Grand Nagus** is to advocate the **Ferengi** people's strict adherence to the **285 Rules of Acquisition**.

Maihar'du



FILE 58 CARD 35

Role of the Grand Nagus



Zek's constant companion on his travels is his towering **Hupyrrian** servant, **Maihar'du**.



The **Grand Nagus** resides in the **Chamber of Petitions**, located in the **Tower of Commerce**. Those **Ferengi** who arrive to visit their leader are invited to give strips of latinum for the privilege.

FILE 14 CARD 4A

GRAND NAGUS INDEX STARSHIP LOG: Key episodes



'The Nagus'
FILE 70 CARD 10



'Rules of Acquisition'
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'Prophet Motive'
FILE 70 CARD 57



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FILE 70 CARD 156



'The Dogs of War'
FILE 70 CARD 168

Ferengi Leisure



FILE 14 CARD 5

Zek often joins the after-hours game of **Tongo** at **Quark's bar** when he visits **Deep Space Nine**.

Zek orders **Quark** to assist him in opening business negotiations with the **Dosi** of the **Gamma Quadrant** in 2370.

FILE 51 CARD 1

Quark

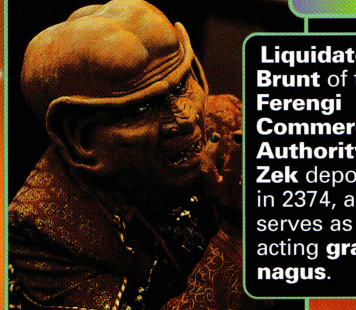


Rom

Rom is personally selected by Zek to succeed him as **grand nagus**.

FILE 51 CARD 2

Brunt



Liquidator Brunt of the **Ferengi Commerce Authority** has Zek deposed in 2374, and serves as acting **grand nagus**.

FILE 51 CARD 6

FILE 51 CARD 4

Ishka

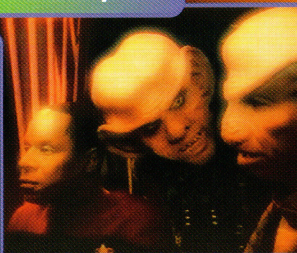


Zek begins a romantic relationship with **Quark's** mother **Ishka** in 2373. The astute female assists Zek in his business dealings, and helps bring about sweeping social reforms.

"It's a great responsibility to stand at the bow of the Ferengi ship of state . . ."
— Grand Nagus Zek

Zek and the Bajoran Prophets

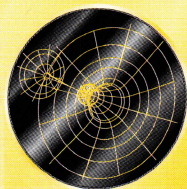
Zek enters the **Bajoran wormhole** in 2371. He hopes the **Prophets'** non-linear concept of time will allow him an immeasurable profit.



The disastrous result of Zek's journey into the **Bajoran wormhole** is that the **Prophets** dramatically alter his personality. He subsequently resolves to rewrite the **Rules of Acquisition**, to include among others: "Greed is dead," and "Money can never replace dignity."



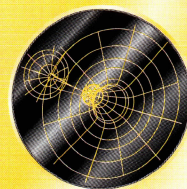
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SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 32



SPACE
PHENOMENA

DISTORTION WAVE

The *U.S.S. Voyager NCC-74656* encounters a number of mysterious noncorporeal beings as it navigates the previously uncharted regions of the **Delta Quadrant**. An attempt by an extraordinary life form to make contact with the starship in 2371 literally leads to a tangle.

The exploration of deep space is a diverse and sometimes hazardous occupation in a Galaxy teeming with a vast array of life forms. Communication can often be a stumbling block, especially when the parties involved lack common terms of reference. One of the most remarkable encounters for the crew of the *U.S.S. Voyager NCC-74656* takes place in the **Delta Quadrant** in late 2371.

Intelligent gas

The unique creature that *Voyager* encounters takes the form of a spaceborne ring of energy capable of changing the shape of space within its boundaries. It appears as a bluish gaseous anomaly when

viewed from nearby vessels, but sensor scans reveal that the space within it is in a state of flux. It becomes clear that there is an intelligence at work, governing the movements of the phenomenon. The distortion ring moves toward passing ships at a rate of 2000 kilometers per hour and surrounds them, cutting off any escape route. The intense pulses of EM radiation emanating from the creature affect major systems on the trapped vessels, including environmental controls, **holodeck** controls, and intership communications, the latter of which are first scrambled, and then completely disrupted.

More crucially, the ring collapses a vessel's warp field, leaving it unable to escape by going to warp.

It is also able to penetrate the shields of advanced vessels such as the *Intrepid-class Starship Voyager* without any apparent resistance. The true effect of the **spatial distortion wave** becomes evident when it makes contact with a ship's hull, either as it contracts slowly to engulf the vessel, or when the prey attempts to pass through the ring. The internal geography of the trapped ship is reconfigured in some way, scrambling the layout and making navigation aboard it a matter of luck.

There is some conjecture that the phenomenon is a kind of spatial implosion that works to crush vessels. This is supported by the fact that, in *Voyager's* case, most routes lead back to **Deck 6** – the center of the



▲ The appearance of the creature is that of a rich blue cloud. The space within the life form's sphere of influence is in a state of flux.

▲ Misdirected turbolifts that deliver personnel to the wrong areas of the ship cause utter confusion aboard the *U.S.S. VOYAGER NCC-74656*.

ship, and therefore the last part to be affected as the ring pushes in. It would seem that the reconfiguration is not completely random, indicating that the creature has a degree of control.

In *Voyager's* case, work areas and quarters are moved around without apparent rhyme or reason, but the corridor infrastructure remains in

place and no hull breaches are reported – despite a computer schematic of the ship showing it warped out of proportion into an irregular shape.

Labyrinth

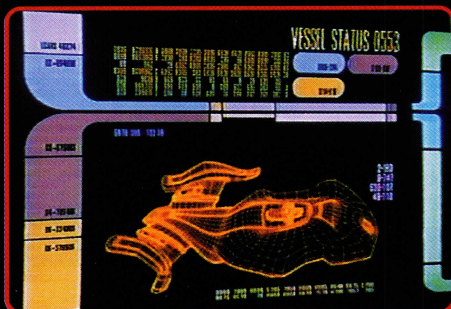
Attempts to reach a particular destination are consistently frustrated, as the layout appears to be continually altering shape. Crew members become

TWISTED VOYAGER

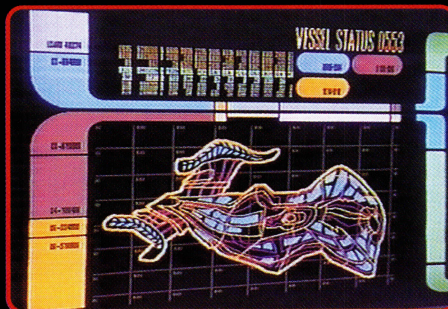
Ship out of shape

The distortion ring's effect on the *U.S.S. Voyager NCC-74656* is one of the most extreme encounters that the Federation starship has experienced during its long journey through the unexplored regions of the Delta Quadrant. Initially, the changes prove to be a mild irritation, as crew members find themselves inexplicably unable to navigate the network of

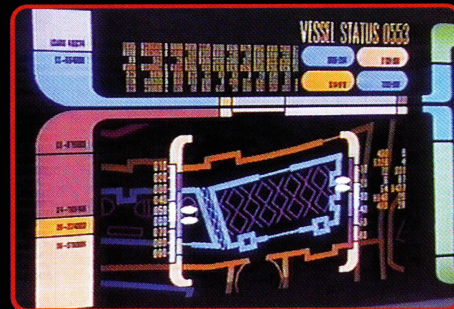
corridors to reach a desired destination. As the ring continues its relentless march, the situation becomes dire; neither the bridge nor Main Engineering, the two locations from which the vessel can be commanded, can be reached by any method. The senior staff are forced to retreat to a holodeck, one of the last locations to be affected.



▲ Computer representations of the *U.S.S. VOYAGER* show how the distortion ring is twisting the vessel.



▲ The network of corridors throughout the interior of the *U.S.S. VOYAGER* are left almost unrecognizable.



▲ Toward the end of the distortion's compression of *VOYAGER*, Deck 6 is the only area of the ship unaffected.

GALAXY FACTS

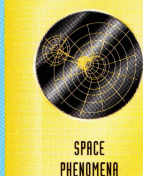
▶ **B'Elanna Torres** theorizes that a precisely tuned shockwave generated by the warp core could cause the distortion ring to explode outward. Tuvok points out that the particle shower could be fatal to the crew, however.

▶ **Lt B'Elanna Torres** is shocked to find a crewman's quarters appearing in Engineering.

hopelessly lost, unable to find their way through the changing labyrinth of corridors. **Tricorders** are unable to assist with navigation, as they indicate that the routes being followed have not been affected. Some of the crew, however, are able to find certain locations by retracing their footsteps before the layout of that particular section changes.

Transporter trouble

Other methods of transport are equally unreliable. The **turbolift** and **Jefferies tube** networks lead to different sites each time they are used, regardless of the destination sought. Site-to-site transporting is similarly unsuccessful: beyond the initial problem of getting to

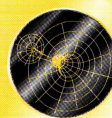


SPACE PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 32

DISTORTION WAVE



SPACE PHENOMENA

▶ **The crew of VOYAGER** conclude that there is little they can do to escape the distortion, and calmly await their fate on the holodeck.

▶ **Captain Janeway's** outstretched hand is caught in the distortion wave, leaving her severely incapacitated.



▶ **Even the photonic constructs in the Chez Sandrine holodeck simulation** are affected by the distortion wave as it passes throughout the various decks of the U.S.S. VOYAGER.

a **transporter** room or Main Engineering to set up the program, the transporter beam is deflected back to the center of the ship. Even data transfers such as the **Emergency Medical Hologram** attempting to transmit himself from the holodeck to sickbay are unsuccessful.

The **distortion ring** being completely engulfs *Voyager* section by section. The entire process takes about two hours. It takes on a greenish hue when seen up close, and gives off a strong electromagnetic potential. Everything, including the atmosphere

and tangible matter such as the bulkheads, are thrown into a state of flux, and even innovative solutions such as holographic forcefields are unable to stop the advance.

Failed explosion

All attempts to deal with the phenomenon – notably an attempt to invert the incursion with a shock pulse generated in *Voyager's* warp core – come to nothing. The plan is to turn the implosion into an explosion, but despite

painstaking efforts to precisely tune the shock pulse to the distortion frequency of the ring, the attempt fails. The ring instead draws in at an even faster rate than before. The ship's geography and systems are, amazingly, returned to normal when the ring completes its passage through the ship; it has simply been an attempt at communication. A question mark initially hangs over whether the distortion wave is a naturally-occurring

anomaly that runs contrary to the laws of physics, or a weapon of some kind, but it becomes clear that it is a living, sentient being.

The distortion ring being deposits 20 million gigabits of information into *Voyager's* memory banks, and also takes the opportunity to copy and download the ship's entire database. It is an unusual means to an end, but a successful exchange of information is central to any successful **first contact**, and this is accomplished.

STRANGE BEHAVIOR

The bends

The effect of the distortion ring on living creatures is as pronounced as it is on space vessels. Any part of a living being that touches the ring is subjected to a frightening distortion effect, from which it is extremely difficult to break free. Those affected are initially left weakened and slightly disoriented by the intense electromagnetic charge contained in the field. Their vision is affected over the next few minutes, and their legs give way beneath them. Their speech center is also damaged, meaning they are unable to communicate lucidly and cannot understand attempts to communicate with them; they later become delirious.

Captain Kathryn Janeway falls victim to these ill effects when she comes into contact with the energy ring aboard the U.S.S. *Voyager* in 2371. Her condition improves when the distortion ring passes through her a second time. The key appears to be simply not resisting it, as it moves through crew members who are prepared for its onslaught without harming them.

▶ **Captain Kathryn Janeway** encounters the distortion wave as she crawls through the confined Jefferies tubes of the U.S.S. VOYAGER.



▶ **The captain** is left completely helpless after her contact with the distortion.

▶ **Contact with the distortion wave** leaves Janeway suffering from a number of ailments, including losing the ability to speak, she soon succumbs to delirium.



▶ **The Doctor** is unable to treat Janeway's condition. The only course he can pursue is to make her as comfortable as possible after they retreat to the holodeck.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 154

SPECIES 10026



OTHER GROUPS
AND RACES

The members of **Species 10026** are determined, courageous, and technologically gifted. Their initially successful resistance to the **Borg** collective makes their ultimate assimilation all the more tragic.

The **Delta Quadrant** species designated **10026** by the **Borg** collective has resisted assimilation for several years. Their small, twin-nacelled ships possess an efficient warp drive, but they have sacrificed some maneuverability for heavy armaments, including a modulating **phaser pulse** that successfully penetrates Borg shielding, providing the perfect defense against the previously unstoppable collective. This technological innovation enables Species 10026 to frustrate several attempts by the Borg to assimilate their vessels.

Concerted attack

Sadly, repeated failure does not discourage the Borg, but rather makes them more determined to attack Species 10026's homeworld, in an attempt to assimilate the species as a whole, rather than one ship at a time.

Species 10026 are bipedal humanoids with sallow complexions and generally dark hair, cut short in a conservative style. Their distinctive characteristic is a vertical protective ridge of bone or cartilage that extends from the tip of the nose up to the mid-forehead, but in all other significant respects they could pass for human. Males and females take equal part in their militia, and in their society in general. Their clothing is

drab and utilitarian; olive-green trousers and a long tunic or shirt belted at the waist, frequently worn with a padded jacket.

This uniform style of clothing, coupled with their habitually somber and undemonstrative temperament, gives the members of Species 10026 a monotonous, somewhat monastic appearance. Years of warfare have focused them on vigilance and self-defense to the exclusion of all else. In many ways, they appear to be as much of an unfeeling collective as the Borg themselves; an example of the classic axiom that to engage an enemy for too long is to

face the danger of becoming that enemy.

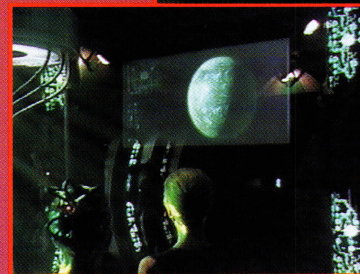
At the time of their assimilation, more than 392000 individuals live on the green-gray, **Class-M** world that Species 10026 calls home.

The pivotal factor in the Borg's struggle with Species 10026 rests with the former drone, **Seven of Nine**, now a member of the crew of the **Federation** starship **U.S.S. Voyager NCC-74656**.

Agent on the inside

A former **tertiary adjunct** of **Unimatrix Zero-One**, Seven of Nine was not rescued from the collective, as she had

▶ **Species 10026** are a somber race. They have been tempered by years of fighting against the threat of Borg assimilation.



◀ **The Borg do not respect Species 10026 for their spirited defense of their individuality. Instead, they punish them: the collective makes an all-out attack on the race's homeworld.**

always thought, but allowed to join *Voyager* so that she could gain experience that would benefit the Borg. By 2375, the **Borg Queen** wants Seven's unique perspective back under her control.

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SEE OTHER FILES...

STAR TREK: VOYAGERFile 71

DEAD MEN WALKING

Marching to assimilation

The members of **Species 10026** display an almost **Vulcan** calmness of demeanor when proceeding to their demise in the primary assimilation chamber. Much of this apathy is undoubtedly due to the tranquilizing influence of the Borg nanoprobes in their system, but their rigid and unemotional presentation indicates a tightly disciplined society, regimented along strict guidelines. Their cries and screams at the moment of assimilation are even more poignant when compared to their previous apparent serenity.



▶ **Seven of Nine** finds that she cannot stand by and watch the demise of this noble race.



▶ **Members of Species 10026** remain stony-faced as they are marched to their fate.

▼ **Borg drones** insert assimilation tubes into the necks of the captured individuals.



Designation	Species 10026		
Class	M	Quadrant	Delta
Inhabitants	Humanoid		
Government	Democratic, with strong military and scientific influences.		
Technology	Highly developed technology, especially weaponry. Species 10026 has devised a modulated phaser pulse that can penetrate Borg shielding.		
Remarks	Species 10026 has repelled Borg attacks successfully in the past, but the defenses of its homeworld are ultimately overwhelmed.		
Starship log	STAR TREK: VOYAGER 'Dark Frontier', Part II		

GALAXY FACTS

- ▶ The Borg designate the sector in which Species 10026's homeworld is located Grid 532.
- ▶ Species 116 and Species 6339 are among the many other races that have been virtually obliterated by the Borg. As with Species 10026, a few survivors continue to resist complete assimilation.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 154

SPECIES 10026



OTHER GROUPS
AND RACES

▶ *The few survivors of Species 10026 are clearly exhausted, but they never stop fighting. When Seven of Nine offers them a final chance to escape from the Borg, they do not hesitate; their opposition to the collective must continue.*



▶ *The BORG QUEEN'S VESSEL, with the Queen herself aboard, takes part in the assault on Species 10026's homeworld. This makes it clear just how seriously the Borg take the race's defiance.*



▶ *Information is also provided on the biology and physiology of the members of Species 10026, prior to their assimilation.*



▶ *Species 10026 are basically humanoid, but have a thick, raised ridge that bisects their forehead from the top of their nose, similar to that of the Brunali.*

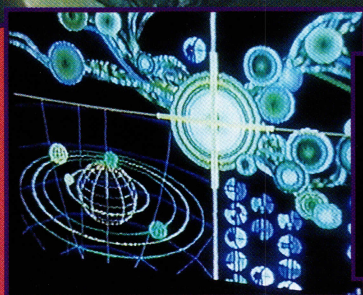
Seven is coerced into rejoining the collective, with the promise from the Borg Queen that, if she complies, *Voyager* will be spared and her friends will not be assimilated.

Knowing the capabilities of the collective, Seven knows that this is no idle threat, but she is also aware that **Captain Janeway** and her crew will stop at nothing to rescue her from

the collective, leading *Voyager* into potential danger. She therefore sets up a deception in the hope of persuading her colleagues that she is rejoining the collective of her own free will.

Test of loyalty

Seven's first assignment as a returning member of the collective is to find a solution to the persistent



▶ *Data display screens in the Borg Queen's chamber provide information on the four-planet system Species 10026 calls home.*

'problem' of Species 10026's assimilation. During the final assault on Species 10026, 39 of their defensive vessels converge on the Borg flagship, uniting their modulated phaser pulses in an attempt to destroy it.

At the instigation of the Borg Queen, Seven devises the stratagem of triaxilating the Borg shield geometry to absorb Species 10026's phaser pulses. This renders

the race's greatest weapon useless, and the rest of their planetary defenses are easily overwhelmed by the Borg. First the militia, then the general population, is overrun and seized. Within hours, more than 300,000 individuals are processed in the Borg's bioextraction center, and absorbed into the collective.

Four unassimilated Species 10026 individuals – two females and two males – are discovered in an ancillary bioextraction chamber by Seven of Nine.

They are clearly sedated and under the influence of **nanoprobes**, but they still demonstrate characteristic strength of will and overcome this lethargy to assist Seven as she orchestrates their escape in a heavily damaged vessel.

Despite Seven's attempts to mask the lifesigns of the refugees, their escape is detected by the Borg Queen, who traps the vessel in a tractor beam. The Queen states that they should be assimilated, saying that as long as these four live, Species 10026 will survive, and will continue to resist the Borg. She does however, decide to make a 'compassionate gesture' as a tactical move to gain Seven's confidence, and releases the ship, allowing the four survivors to flee.

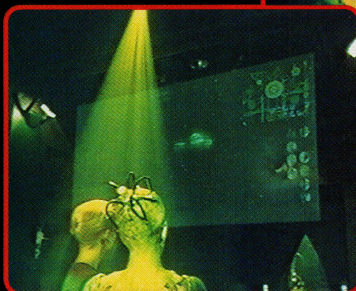
The ones that got away

The Borg Queen confidently asserts that, apart from those four individuals, Species 10026 is no more; however, this may well be a dramatic statement calculated to make an impact upon Seven of Nine, rather than the literal truth. It is extremely improbable that, in a culture gifted with warp drive technology, and possessing so many vessels, every single individual of the species would have been on-planet at the time of assimilation. Other isolated pockets of survivors of Species 10026 doubtless remain in the Delta Quadrant, and it is to be hoped that they will eventually locate each other and recombine their skills to re-establish their civilization.

CALCULATED COMPASSION

Cat and mouse

After being coerced into assisting with the assimilation of Species 10026, Seven of Nine helps the only survivors she can reach – four individuals, one of whom is gravely injured – to escape. Despite Seven's attempt to mask their lifesigns, the vessel is detected, and the Borg Queen arrests it with a tractor beam. Playing with the captive vessel like a cat with a mouse, the Borg Queen abruptly releases the ship, pretending to be swayed by Seven's pleas. With this careful display of feigned emotion, the Queen hopes to establish a rapport with Seven, and gain the returned drone's genuine cooperation.



▶ *Seven is forced to watch as the Borg Queen uses a tractor beam to capture the ship in which Species 10026 survivors are escaping.*

▶ *The Queen toys with Seven's emotions as much as she does with the unfortunate aliens. She feigns compassion to win Seven's confidence.*

Klingon Display Screens

Instructive and easy-to-use display screens are an integral part of every starship. For the vessels of the **Klingon Empire**, this results in stylistic and informative panels that present relevant data for warriors as they enter battle.

Some of the most important devices found aboard the starships of all races throughout the Galaxy are the display screens that are used to show a variety of data for a vessel's crew to interpret. Often, what the screens feature may mean the difference between life and death for the crew, and, as such, clarity and ease of use are major factors in the layout and presentation of these systems.

24th-century technology

As with the starships of the **United Federation of Planets**, the vessels of the **Klingon Empire** have been subjected to upgrades and revisions to their display systems as new technologies have become available. The simple display screens, toggle switches,

and push-buttons of the 23rd century have, by the 24th century, been replaced by more sophisticated touchscreen panels. These can utilize complex animated sequences to present ship movements, or show computer predictions of spatial anomalies. Unlike the similar **LCARS** systems found aboard all Federation starships, where ease of use and clear presentation are overriding factors, the Klingon technologies are presented across several small, irregularly shaped data screens rather than a single large panel. This often results in the warrior operating them having to hunch over their console. The displays themselves consist of a smooth black panel which is inset into the surface of the worn metal console of a bridge station.

Once activated, the panels use a series of sharply angled touchscreen controls in their

presentation, all of which are colored in vibrant yellows, oranges, and reds, in contrast to the pastel hues used in Federation displays. A variety of Klingon glyphs are also often present on the screens.

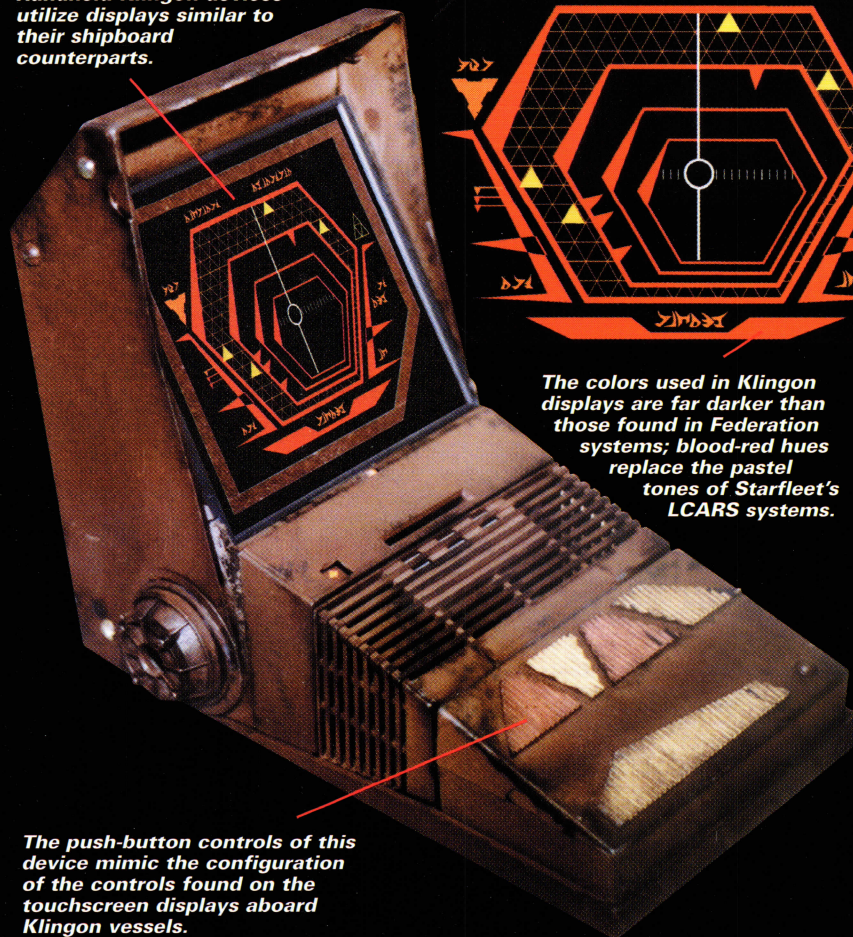
Consoles in the dark

One of the most notable features in the presentation of Klingon display screens is that the bridge of a Klingon vessel is traditionally somewhat darker than the more brightly lit command facilities of modern Federation starships. As such, Klingon display screens are themselves often brightly illuminated, allowing the information they present to stand out in the darkness. This is particularly useful in combat situations, where the bridge may be filled with smoke; this allows warriors displaced from their



Despite the different technologies used, Klingon screens can be easily operated by Starfleet personnel.

Handheld Klingon devices utilize displays similar to their shipboard counterparts.



The colors used in Klingon displays are far darker than those found in Federation systems; blood-red hues replace the pastel tones of Starfleet's **LCARS** systems.

The push-button controls of this device mimic the configuration of the controls found on the touchscreen displays aboard Klingon vessels.



The bridge consoles on Klingon vessels often feature an array of small display screens that allow the operator to oversee numerous activities at once.



Klingon display screens often feature detailed overlapping images, in contrast to the clean style of the Federation's **LCARS** display systems.

Klingon Display Screens



The commanding officer of a Klingon vessel is able to make use of a periscope device to interpret tactical data during battle.

stations during combat to trace their way back easily, and be able to operate the unit in such difficult and hazardous conditions. As opposed to the Federation's predilection for scientific endeavor, the starships of the Klingon Empire are designed primarily with battle in mind.

Battle coordination

During times of battle, many of the display screens found aboard Klingon ships are given over to the presentation of a highly detailed grid that can show the deployment of ships, both of allied and opposing forces, throughout the conflicted area. Such a representation allows for the refinement of battle strategy between Klingon forces and their allies – resulting in an already formidable force being able to present an even greater unified front.

The information displayed on a data screen is only as useful as the officer who interprets it. The fact that the displays of the **Klingon Defense Force** are among the most intelligibly designed systems available only adds to the efficiency of this warrior race.

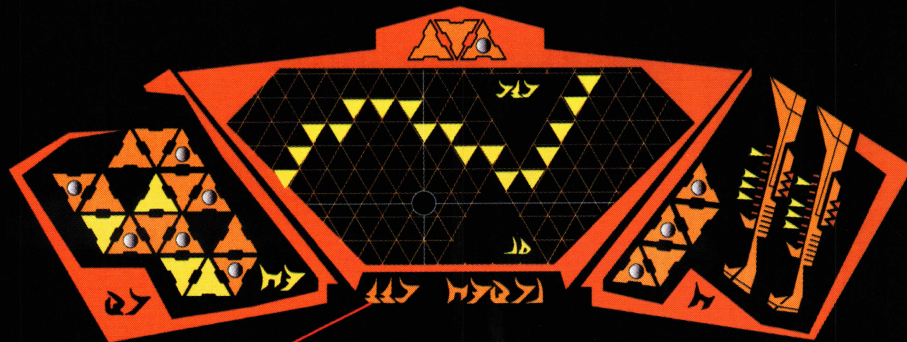
Detailed schematics showing the status of a vessel's systems are often presented in a display screen found on the bridge.



UNDERSTANDING KLINGON CONTROLS

Touchscreen wonders

Unlike the more familiar Starfleet bridge displays, which feature carefully aligned controls and easy-to-read text, Klingon systems use a variety of triangular controls and angled bars to relay information. Such a system is made even more complicated for non-Klingon personnel by the use of Klingon text; however, the fundamental presentation of data is very similar, and should cause little problem for a linguistically-challenged officer to understand as long as they have the military knowledge required to interpret tactical information.



The Klingon language appears on screen to provide a constantly scrolling stream of information.

Triangular shapes are a common theme found in Klingon display screens, as opposed to the softly curved shapes used in Federation systems.



Visual representations of Klingon vessels are shown as detailed images of the class of ship. Alien vessels are displayed as triangular symbols.

The major controls on the touch-screen displays are represented as triangular shapes set against the smooth black panels.



FILE 46 TRILL PERSONNEL

Verad

Verad dreams of being joined with a symbiont, but this honor is afforded to only one in 10 of the Trill population. His decision to steal a symbiont from another host suggests that the Trill Symbiosis Commission was correct to deem him "unsuitable."

Verad is a Trill who dedicated his early life to becoming a symbiont host. He studied to excess, and made every sacrifice required to achieve his aim. When his turn came before the Symbiosis Evaluation Board, however, they deemed him unsuitable. As many as 90 percent of volunteers are rejected, and almost all go on to live full and productive lives without a symbiont, but Verad is unable to accept the decision of the Evaluation Board. He considers it paramount to condemning him to a life of mediocrity, and thereafter dedicates himself to the acquisition of a symbiont by any means.

For a spell, Verad was a communications clerk at the Federation Embassy on Kafka IV. It was here that he met his partner Mareel; displaying her reduced circumstances, he acted as her protector and adviser. When he was summoned back from Kafka IV, she

accompanied him.

Biding his time, Verad studied the assorted symbionts being carried by other hosts, and came to the conclusion he was best matched with the Dax symbiont, which was hosted by Jadzia, a science officer assigned to Deep Space Nine. Verad ascertained that they shared a similar interest in scientific studies and diplomacy, among other activities. An additional convenience for his plans was Deep Space Nine's proximity to the gateway to the largely unexplored Gamma Quadrant, affording him a convenient method of escape and a haven from any pursuit.

Altruistic claims

Verad claims that this is coincidental, however. Far from intending to flee into the Gamma Quadrant as a convenient refuge, his intention is to bring the knowledge he gains from bonding to bear for the betterment of all on the other side of the wormhole.

PROFILE ON VERAD

NAME: Verad

LIFE FORM: Unjoined Trill male

COMPANIONS: Verad travels with his partner Mareel and his thuggish Klingon henchmen, Yeto and T'Kar.

STATUS: Verad is a former communications clerk, but appears to have sacrificed his career in order to pursue his selfish dream of hosting a symbiont.

REMARKS: Verad has never been able to shake off the rejection of being considered unsuitable for joining.

STARSHIP LOG: 'Invasive Procedures' [DS9]



Verad is a clean cut, smartly dressed man, who looks much more like the embassy clerk he once was than a hardened criminal.

TORN ASUNDER



Lovers

Verad never considers that Mareel may prefer his pre-joined personality, and will turn against him to see it restored.



Prize in sight

Verad's resolve is not affected by coming face to face with Jadzia. His selfish desires override his feelings of remorse and guilt.

Surrounded

Verad hires Klingon heavies to apprehend Jadzia, but does seem sorry that she has to be hurt in order for him to achieve his dreams.



Verad's driven nature makes him a thorough researcher and planner, and his moment for acquiring the Dax symbiont is well chosen. He employs two Klingon mercenaries, Yeto and T'Kar, and, along with his partner Mareel, they arrive at Deep Space Nine just after a plasma storm has necessitated the evacuation of the station by all but a skeleton crew. Posing as a ship in distress, requiring aid after buffeting from the storm, Verad and his allies board the station after receiving permission to dock. Verad has even provided a container to imprison Security Chief Odo, thus neutralizing the greatest threat to his plans.

Convinced that he has

Waking moments

Verad insists on remaining conscious throughout the procedure to remove the Dax symbiont from Jadzia, which is carried out by Dr. Julian Bashir.

OTHER CARDS IN THIS FILE...

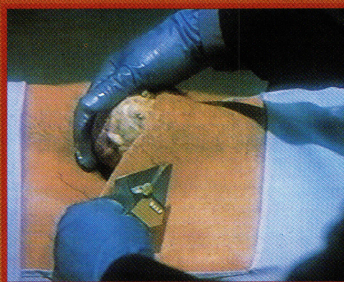
1 DAX

SEE OTHER FILES...

STAR TREK:

DEEP SPACE NINE.....File 70

Verad



★ Into place

The vermiform symbiont is removed from Jadzia's stomach pouch and reinserted into Verad in a relatively simple procedure.



★ Do I know you?

Verad finds it difficult to understand why Benjamin Sisko is not as friendly toward him as he has been to previous Dax hosts.



★ Tremulous control

Verad is a very nervous leader, but his confidence increases once he has the symbiont.

"Well, I refuse to accept [a life of mediocrity]. I deserve more. And I'm going to get it." — Verad.

earned the right to host a symbiont, Verad is quite willing to accept that removing it from its current host will inevitably lead to her death, though he is sympathetic. He is confident in his studies and surgical knowledge, and insists on being conscious during the operation to transfer the symbiont.

In the period following the operation, the integration of the symbiont is only partial, but Verad's personality nonetheless undergoes a transformation. His previous uncertainty dissipates. He is no longer withdrawn, but cheerful and gregarious, as the combined knowledge of the previous hosts is now part of his memories and disposition. These memories include the experiences of the symbiont from when it was bonded with Jadzia, but even recollections of her life cannot persuade Verad to restore the symbiont to her before she dies.

The Dax symbiont's fond memories of the company of *Deep Space Nine's* **Captain Benjamin Sisko** flourish within Verad, and he is puzzled by Sisko's hostile attitude toward him. He still considers that



★ Shoot first

Verad takes possession of a Starfleet phaser, and makes it clear that he is prepared to use it if need be.

it is his right to host the symbiont; the previous host's demise is simply a regrettable consequence. A residue of squeamishness results in his refusal to visit the dying Jadzia in the infirmary, and he is distressed by being unable to maintain Sisko's friendship.

New man

The transformed Verad is confident and decisive. One of his early post-bonding decisions is that he no longer requires the company or support of Mareel. This casual rejection of the person on whom he previously depended initiates his downfall, and it is cemented by a second bout of overconfidence. Attempting to depart *Deep Space Nine*, he is faced by Captain Sisko armed with a **phaser**, but is convinced that Sisko will not fire at him, even utilizing the stun setting, for fear of harming the Dax symbiont. He is wrong. Once he is rendered harmless,

★ Double bluffed

Verad wrongly gambles that Dax's old friend Benjamin Sisko will not take the risk of stunning him with a phaser.



★ Alone again

Verad is left feeling desperately empty once the symbiont and its experiences are removed.

the symbiont is removed from him and restored to its previous host.

Verad feels an overwhelming emptiness when the symbiont is removed. His previous personality predominates once again, but the insecurities and yearning are magnified for his having achieved his ambition only to be thwarted. He is distraught at the isolation within his head. He no longer shares the memories of the symbiont's former hosts, nor has any recollection of their knowledge. Conversely, his shared experiences with Dax and his knowledge and personality have now been added to the symbiont's totality. Accessing Verad's character, Jadzia Dax proclaims his experience to be very sad.

PARTNER IN CRIME

Mareel

Mareel is Verad's companion, assisting and reassuring him in his dream to become the host of a symbiont. She possesses considerable hand-to-hand combat skills, which are more than enough to defeat even an experienced fighter such as Major Kira Nerys. Combined with her loyal and assertive character, these make her a potent ally for Verad, yet she considers herself to be in his debt.

She first met Verad on her home planet of Kafka IV, and claims she would never have survived on its streets without his help. When he left, she accompanied him, and the strength of her love is such that she refuses to believe he will undergo a radical change of personality when bonded with a symbiont. When faced with evidence that this is indeed the case, her loyalty holds firm, even when she is curtly dismissed by the joined Verad. Mareel finally realizes that the Verad



she loves may have changed irrevocably when she embraces him out of concern for his safety and receives no show of affection in return, or indeed any physical or emotional response. Mareel is further betrayed when Verad lies to her, and she realizes she is now superfluous to his requirements. This acknowledgement prompts her to switch allegiances, to enable the return of the man she loved.

▶ *Mareel is an attractive young woman with long brown hair. She wears a practical and somewhat somber all-in-one suit.*



▶ *Before Verad is bonded with the symbiont he is prone to self-doubt and often needs to be comforted by the more confident Mareel.*



▶ *Verad changes considerably after his joining, and no longer needs to rely on Mareel's support as a partner or a lover.*

FILE 51 FERengi PERSONNEL

Gaila

Gaila is a highly successful Ferengi businessman. His lucrative sales of weapons and armaments across the Alpha Quadrant have made him rich, even by Ferengi standards.

Gaila, the cousin of Quark – *Deep Space Nine*'s Ferengi barkeep – is an arms dealer with little or no scruples about selling dangerous weapons systems to any species.

Like most of his race, Gaila adheres to the **Rules of Acquisition**, and he has built his trade on the tenet of the 34th rule: 'War is good for business.' In his early years as a young entrepreneur, however, he lacked capital and was unable to get a foothold in the cut-throat world of munitions sales; seeing an opportunity, his cousin Quark loaned him a quantity of latinum as seed money for his business. In return, Gaila promised that, once he became a success, he would pay back the debt with the gift of a starship.

Gaila became established in his vocation in 2333. By the early 2370's, Quark's

loan had helped him step up to a new career dealing in armaments. Gaila's cool outlook allowed him to sell powerful, destructive technologies to even the most ruthless customers.

His success grows to such a level that by 2371 he owns a small moon, while Quark continues to lament his comparatively poor holdings on *Deep Space Nine*. Even though he is clearly a success by this point, it is not until the following year that Gaila finally settles his promise with his cousin by delivering a ship to him: albeit a cramped and relatively low-specification shuttlepod of Ferengi design.

A ship for Quark

Quark's Treasure

arrives on *Deep Space Nine* in 2372. Quark's maiden flight to Earth – actually a cover for a kemacite smuggling trip – reveals a malfunctioning command

sequencer. This causes a temporal disruption that sends the ship back in time, and although Quark cannot be sure, he suspects that Gaila may have deliberately

sabotaged the vessel. *Quark's Treasure* suffers heavy damage on its return to the 24th century, and an angry Quark is forced to sell it to pay for passage back to *Deep Space Nine*. Despite this, Gaila maintains contact with

Quark through 2372, lending him money that gradually begins to amass into a very large debt.

Whatever hard feelings exist between Gaila and his cousin are clearly washed away by the prospect of earning a sizeable amount of latinum; although Quark is less successful than he, and is also working under the censure of the **Ferengi Commerce Authority** after breaking a contract, Gaila still comes to him in 2373 when he decides to take an

PROFILE OF A FERengi

NAME: Gaila

LIFE FORM: Ferengi male

STATUS: Citizen of the Ferengi Alliance

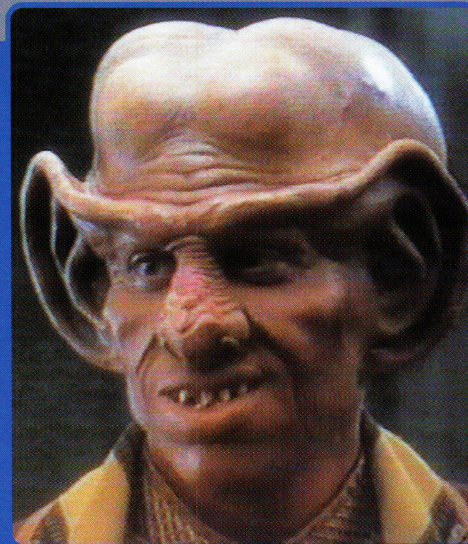
OCCUPATION: Arms dealer

FAMILY: Quark [cousin]; Rom [cousin]; Ishka [aunt]

REMARKS: Formerly a noted arms merchant and the owner of a small moon, Gaila's financial status is destroyed by a Palamarian Freedom Brigade purification squad that renders him bankrupt.

FIRST SEEN: 'Business as Usual' [DS9]

LAST SEEN: 'The Magnificent Ferengi' [DS9]



★ *Gaila has experienced rather more success as a businessman than his cousins Quark and Rom. Involving them in his business dealings end in financial disaster for him far more often than it helps them out.*

THIS CHARMING MAN

★ Close cousins

Quark is actually one of the rare members of his race who is prepared to occasionally put ethics before latinum. He sees only the damage an arms sale will do, and cannot ignore this for the sake of the profits it will bring.



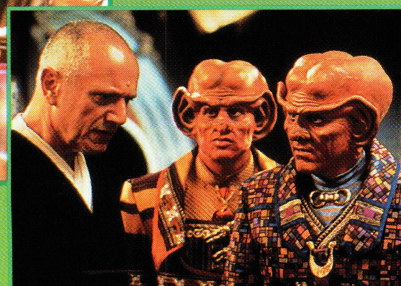
★ Ladies' man

Like most Ferengi, Gaila likes to think of himself as a Romeo, whereas he is in fact a sleazeball.



★ The high life

Gaila is used to living it up at sumptuous banquets thrown by his rich customers.



★ The face of evil

Gaila's business associate, the arms dealer Hagath, is a cruel man who cares nothing for others.



Gaila



★ The Magnificent Ferengi

Brunt is unimpressed with Quark's group. He even describes Gaila as a "failure."

★ Side by side

Despite not being especially courageous, Gaila does play an important part in helping to rescue Ishka from her Dominion kidnappers.



★ Ferengi fighters

Gaila is one of a small group that Quark has gathered to free Ishka. They are to be trained by Starfleet officer Nog.



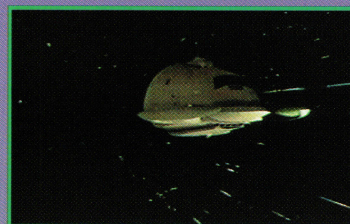
★ Weapon in hand

Gaila is a little too trigger-happy with a phaser, suggesting that he may not appreciate the true danger of the weapons in which he deals.



"It always comes down to profit with you people, doesn't it?"

— Gaila



★ Present incorrect

Gaila does eventually give Quark the ship he promised, but it is a small shuttle – which he has probably sabotaged.

expresses doubts about the deal, but is hoodwinked when the wily Quark brings the regent's enemy, **General Nassuc**, to the station as well. Quark arranges for the two foes to meet in *Deep Space Nine*'s cargo bay, leaving Gaila and Hagath caught in the crossfire as the regent is killed. They escape, but Nassuc's **Palamarian Freedom Brigade** purification squad is in hot pursuit.

Through cunning and guile, Gaila evades Hagath and escapes death at the hands of General Nassuc's soldiers. Within a year, however, the Palamarian Freedom Brigade's pursuit has ruined his financial status: they lay waste to his holdings while searching for him, and news of his botched deal with the Regent of Palamar circulates. Gaila eventually makes it to **Thalos VI** with only his life and the clothes on his back, and soon falls foul of local law enforcement officers, who arrest him for vagrancy.

Second chance

Deported off-world, Gaila runs into his cousin once more when the forces of the **Dominion** capture his aunt **Ishka**, Quark's mother and the lover of the Ferengi **Grand Nagus Zek**. As part of a plan to exchange **Keevan**, a **Vorta** prisoner-of-war, for Ishka, Gaila joins Quark, his brother **Rom**, Rom's son **Nog**, the former FCA **Liquidator Brunt**, and the assassin **Leck**. Quark's offer of a partial share in a latinum reward from Zek is enough for Gaila to look past Quark's earlier destruction of his livelihood. With Gaila's help, Ishka is rescued; he takes his share of the reward, and leaves *Deep Space Nine* with plans to rebuild his life.

Despite the destruction and mayhem caused by his trade in arms, Gaila does not seem to have been dissuaded from his former business. In the depth of the war with the Dominion, his skills in selling weapons will be as much in demand as ever.

FALLING ON HARD TIMES

The curse of Quark

Gaila considers working with Quark to be the worst mistake he has ever made. He was a thriving weapons merchant until he went into business with his more ethical cousin; dealing with Quark leads to his ruination, and he is eventually arrested for vagrancy on **Thalos VI**. He is held in a secure cell on a Federation starbase, and it is from here that his cousin Quark 'rescues' him, by paying off his fine.

Gaila proves to be a less than enthusiastic participant in Quark's plan to rescue Ishka from the Dominion, however; he queries why Quark needs help from anyone else at all for what should be a simple prisoner exchange, and even falls asleep while he is supposed to be guarding their prisoner, allowing the Vorta to escape. Later, he accidentally shoots the Vorta. When the ordeal is finally over, he looks forward to returning to Ferenginar; as he is so ready to declare, he is a "a weapons dealer, not a soldier."

★ The end

Gaila is incarcerated in a Federation cell as he is unable to pay a fine imposed on him for begging on the planet Thalos VI. His cell contains little more than a narrow bunk.



★ Culprit

Gaila is happy to join in Quark's rescue plan when he finds out that there is a reward involved, but has second thoughts when he realizes just how dangerous it is.

The EMH'S Darker Side

The **Doctor's** status as a hologram unfortunately leaves him open to outside influences. On rare occasions, he has been made to act in ways contradictory to his programmed ethics.

The **Emergency Medical Hologram** aboard the **U.S.S. Voyager NCC-74656** is dedicated to saving lives. He is programmed with the Hippocratic Oath, the code of ethics taken by all human doctors; this states that the physician will always attempt to preserve life, and never do harm.

The **Doctor** is capable of portraying himself in a darker light – such as when he needs to divert attention from the sole crew member left aboard after the **Kazon** overrun the ship in 2372 – but this is a means to an end. There have been a number of genuine instances, however, when the **EMH** breaches his code of ethics as a result of tampering with his program – with frightening results.

The first comes in late 2373, when the **Doctor** himself makes one of his

infrequent attempts to modify his own program. He consults with a variety of holographic representations of famous people from history – including political activist Mahatma Gandhi, hedonist and poet Lord Byron, philosophers Socrates and **T'Pol** of **Vulcan**, scientist Marie Curie, and artist Leonardo da Vinci – and selects apparently desirable elements from their characters to incorporate into his program.

Split personalities

The **Doctor's** hope is that this will aid his bedside manner and give him fresh perspectives on diagnoses, but he fails to anticipate the behavioral changes that result from the mix of so many new and strong personality traits. The hologram is unaware of the changes until the psychotic blend of characteristics takes

him over, leading to a kind of Jekyll-and-Hyde transformation. This dark version of the **EMH** is cold, calculating, and ruthless – even evil. The mutation first manifests itself in a display of lechery, then a rampage

that includes attacking his crewmate **Lt. B'Elanna Torres**. He also transports to a **Mikhal Traveler** outpost, terrorizes a local innkeeper, and throws the boyfriend of the **Ocampan** girl **Kes** from a cliff top.

The 'new' **Doctor** justifies himself as being above considerations of right and wrong. He regards the 'life' of the original **EMH** as servile and pathetic, and is desperate to delete any

remnant of his old personality even as the new subroutines begin to degrade. He can still feel his original program inside him, unconscious and unaware, and is repulsed by it. His frustration leads him to dismember his historical 'mentors' on the **holodeck**.

It appears that the dark **EMH** has been motivated in some of his actions by warped feelings toward his friend and colleague **Kes**.

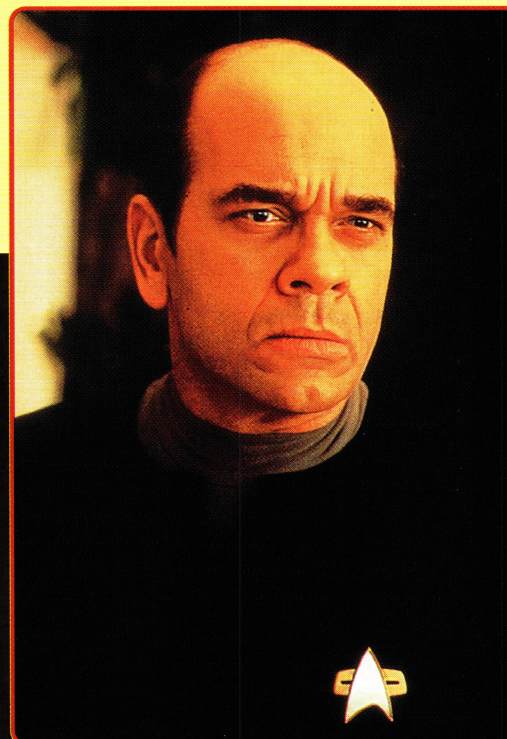
Profile of the 'Dark' EMH

2373: The **Doctor** modifies his program to include character attributes from famous historical figures, incorporating their faults as well as their advantages.

2373: Within the 'Insurrection Alpha' holodeck program, the **Doctor** is programmed to inflict pain.

2375: The **Doctor** is taken over by a sentient missile bent on destruction.

2375: The **Doctor's** ethical subroutines are disengaged by Captain Ransom.



▲ The **Doctor** is programmed to help the crew of the **U.S.S. VOYAGER**, but as he is an artificial intelligence, his very nature can be altered.

"I was born of the hidden, the suppressed. I am the dark threads from many personalities."

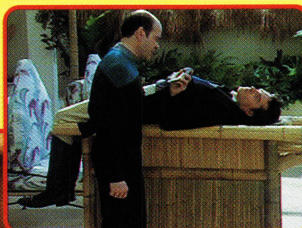
— the modified **EMH**

UNWISE ASPIRATIONS



★ Flawed geniuses

The **Doctor** incorporates into his program characteristics from many people he greatly admires, without considering how the different personalities will mix.



★ Torture

The malfunctioning **EMH** takes to carrying out experiments on his holodeck 'mentors.'

★ Disabled

When a concerned **B'Elanna Torres** tries to correct the **Doctor's** program, he simply incapacitates the chief engineer and claims that she is ill.



★ In pieces

The full extent of the **Doctor's** tampering is discovered when his crewmates find mutilated parts of historical figures on the holodeck.



The EMH's Darker Side



★ Mad love

At least some of the Doctor's psychoses seem to be driven by his lust for Kes, and his jealousy over her new boyfriend, the Mikhal Traveler Zahir.



★ Paralyzed

The Doctor paralyzes B'Elanna Torres by severing her spinal cord, in order to hold her prisoner in sickbay.

He violently takes the girl hostage, but she manages to help him at least begin to comprehend the maelstrom of new feelings inside him. The Doctor's program is restored when he beams back to *Voyager*, where Torres has deleted the new subroutines.

The Doctor is forced to act in an amoral fashion on two later occasions, when his programming is altered by outside agencies. The first is in **Ensign Seska's** malevolent rewrite of the **Insurrection Alpha** holoprogram created by **Tuvok**, where he is designed to coldly inflict pain. His treatment of **Tom Paris's** second-degree **phaser** burn in the simulation involves injecting 20ccs of nitric acid into the lieutenant's arm – "a little proverbial salt in the wound" – followed by an attempt to throttle Tuvok with his superior strength. He makes pithy asides all the while, and then ejects the pair from sickbay.

The EMH has his ethical subroutines deleted some two years later by **Captain Rudolph Ransom III** of the **U.S.S. Equinox NCC-72381**, after the hologram is abducted by the rogue Starfleet crew. The catalyst is his refusal to operate on **Seven of Nine** to retrieve vital codes, as this will cause her serious harm.

The Doctor suddenly sees his gruesome task in black and white, without any of the usual humanitarian considerations that inform his judgment. He even believes that the lack of ethics makes him more efficient. He develops a polite manner alongside a macabre sense of humor, and has a propensity for singing as he works. This follows Ransom's tampering with his own ship's EMH, which allowed it to aid ruthless experiments run on a



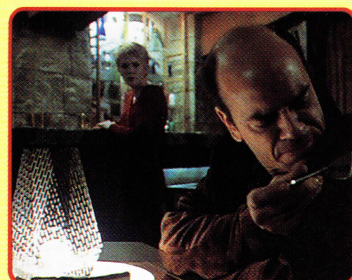
★ Fire fight

The deranged EMH threatens to push an innkeeper's face into the fire unless he gets the information he requires.

race of other dimensional life forms. This hologram takes the opportunity to attack the familiar Doctor and free the *Equinox* crew, then assumes the Doctor's place on *Voyager*. He sits in on briefings and feeds covert reports to Ransom, as well as planting photonic charges throughout the **holoprojectors** in sickbay. Thankfully, he does not get a chance to use them, as the restored *Voyager* EMH returns and confronts him.

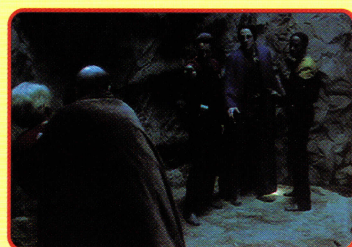
Missile mistake

The Doctor is likewise affected when he is taken over by an intelligent weapon of mass destruction just prior to the *Equinox* incident. The device uses him as a conduit, taking B'Elanna Torres and **Ensign Harry Kim** hostage and tapping into the ship's systems. The warhead shouts and rages and threatens to destroy *Voyager* while inhabiting the Doctor, but it simply wants to complete its misguided



★ All for love?

Kes realizes that the Doctor's actions are based on a very misguided concern for her, and tries to reason with him.



★ Lover's leap

As the EMH's program degrades even further, he throws himself and Kes over a cliff. Luckily, they are beamed away by VOYAGER.

mission. In the process it actually learns something about the human condition, including the EMH's philosophical journey to this point.

Given these instances, it is perhaps less surprising that the Doctor seen by **Chakotay** in a mid-2375 vision quest is realistically malicious, gloating that the commander's destiny is to lose his mind, as did his grandfather. The EMH's ability to exploit the dark side of his nature has been comprehensively demonstrated alongside his continued attempts to grow beyond his programming.

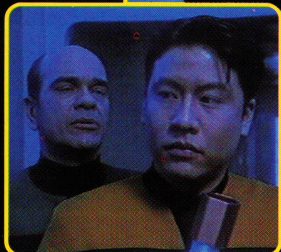
Misconceptions

In general, the crew of *Voyager* have great faith in their photonic crew member despite these occasional blips in his character. Races who do not know him so well find it much easier to perceive the possible dangers of allowing an artificial intelligence such freedom, however. In an unrealized future timeline, inaccurate legends have grown up around half-remembered facts about the **'Warship Voyager'** among the **Kyrian** and the **Vaskan** people, in which the Doctor is portrayed as a vicious and cruel android, carrying out the orders of his fascist captain without question. Luckily, as the Doctor himself is able to prove, this is a portrayal that has no basis in fact.

THE INACCURACIES OF HISTORY

Doctor death

The Doctor is portrayed as a vicious sadist – along with the rest of the crew of the **'Warship Voyager'** – in a simulation shown in the Museum of Kyrian Heritage in 3074. The Kyrians believe the *Voyager* crew committed atrocities in association with their former enemies, the Vaskans, some 700 years previously. Many of the Kyrians' facts are incorrect, including the fact that they portray the EMH as an android rather than a hologram. They believe he was instrumental in developing a biogenic weapon, and portray him in the simulation as morose and depraved. At one point he coldly suggests that, while using a hydrosponder would leave a torture victim unable to speak, a neural solvent would induce pain cleanly by dissolving their nerves. The discovery and activation of the real EMH's backup module allows him to dispute that the warped Kyrian version of history and ensure events are recorded accurately.



◀ Pain inducer

The android doctor of the simulation advises sadistic crew members on the most efficient way to torture their unfortunate victims.

▶ True colors

The EMH is reactivated in the future following the discovery of his backup module. He is clearly not the sadist of legend.

The Science of Terraforming

The science of terraforming allows the United Federation of Planets to create lush new habitats on dead or ravaged worlds, bringing new life to the Galaxy and providing new colonies for its billions of citizens.

By 2373, the **United Federation of Planets** has more than 150 member nations. Most species have evolved in direct response to the environment they inhabit. No matter how much care a race takes of its ecosystem, however, from time to time habitable worlds may suffer ecological or manufactured disasters that render part or all of the planet unable to sustain life. In such cases, massive engineering projects have to be undertaken in order to repair the damage. When part of a once-habitable environment is repaired, or a previously uninhabitable body is engineered to support life, the multiple scientific and constructional disciplines of terraforming come into play.

Shaping a world

The word 'terraforming' derives from the Latin phrase 'terra firma,' meaning 'dry land,' and as such is a little misleading: terraforming can and does include the manipulation of oceans and bodies of water as well as the reconstruction or production of land. The engineering disciplines contained within the broad field of terraforming have to be highly flexible and innovative. State-of-the-art biological techniques are employed, and are designed to create manufactured atmospheres, sometimes around physical bodies which may be

themselves artificial. These must be capable of sustaining a population and allowing it to develop. One of the most important uses of terraforming is in the colonization of previously uninhabitable, non-**Class-M** bodies by growing civilizations, or the relocation of a community due to damage caused to its original habitat. The Federation has been extremely active in the development of terraforming techniques for more than a century, and planets such as Venus are perfect examples of its positive effects: by 2371, this once incredibly hostile environment has several terraforming stations in operation, and is used extensively by **Starfleet**.

Starfleet is heavily involved in many terraforming projects, but **Terraform Command** is the primary administrative office for the Federation's terraforming teams, enforcing strict guidelines regarding the development of new environments. In keeping with Starfleet's **Prime Directive**, which prohibits interference in other cultures and societies, Terraform Command will not allow the development of any body that shows evidence of indigenous life, regardless of that life's state of development.

Terraforming, by its very nature, is a highly invasive and often destructive procedure, and while there is a significant amount of

The U.S.S. ENTERPRISE NCC-1701-D orbits Caldos Prime, a colony which has been terraformed to resemble Scotland.

artistic skill needed, along with engineering knowledge, the United Federation of Planets will not condone the eradication of indigenous inhabitants, regardless of the perceived need for the development of new territories.

New habitats, new homes

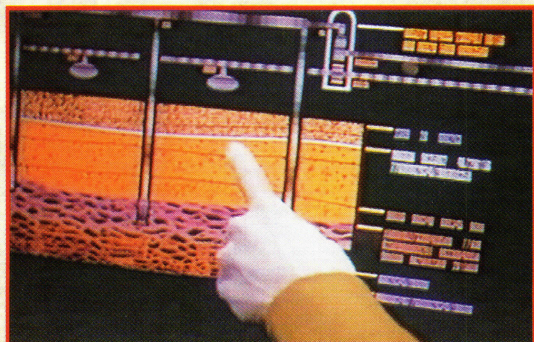
In 2285, **Dr. Carol Marcus** and her son, **David**, produce one of the most controversial terraforming tools with the **Genesis Device**. Sadly, its extraordinary power ultimately proves to be a failure, but the Federation's terraforming program is nonetheless well underway by this time. One of the earliest and most successful examples is the planet **Caldos**, originally altered in 2271 to become the **Caldos Prime** colony. The colony, which owes its success to more traditional terraforming technologies, is patterned after the Highlands of Scotland on Earth. The colony is an excellent example of terraformers using existing geological and environmental models as blueprints for their work; each colony structure features a cornerstone from a real Scottish building, adding a sense of authenticity to the recreated environment. An



The Genesis Cave inside the Regula planetoid is created by the mother-and-son team of Carol and David Marcus, but the utilization of protomatter makes the environment unstable.



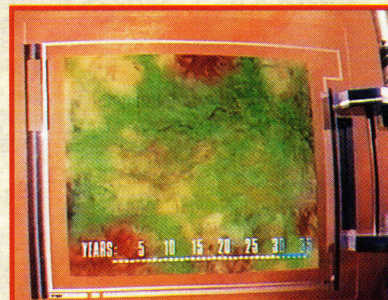
Scientists involved in a project to terraform Velara III find themselves under attack when indigenous microscopic life forms fight back against the destruction of their habitat.



Planets must be completely devoid of indigenous life if they are to be terraformed. Unfortunately, this is not the case on Velara III, where tiny 'microbrains' live in subsurface water.

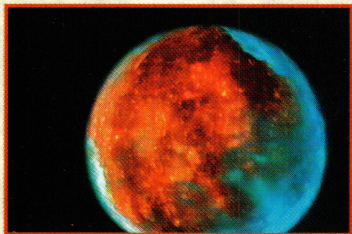


Terraformers often live in less than luxurious conditions. The team on Velara II reside in an austere-looking science station on the planet's inhospitable surface.

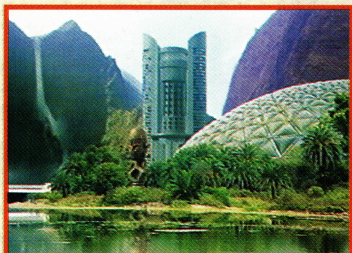


Terraforming is a very precise science, and various pieces of complex technology will be used to determine the condition of the planet's existing surface and atmosphere.

The Science of Terraforming



▲ **Hekaras II would have been rendered uninhabitable if not for the efforts of terraformers, who stabilize its orbit.**



▲ **A weather control grid on Risa keeps the planet's violent thunderstorms at bay – when it has not been sabotaged.**

elaborate weather-control matrix is, however, required to maintain habitable conditions.

Weather control is often as important as the design and production of the solid and liquid masses making up the planet's surface, as there is little point in having a beautifully engineered world if it does not have an atmosphere capable of sustaining life. A number of fusion-powered substations on Caldos Prime generate atmospheric humidity,

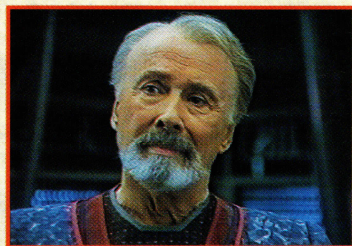
cloud patterns, thermal changes, and the flow of wind currents. It is a testament to the early terraformers that this system continues to function properly for nearly 100 years until it malfunctions. Other planets that employ weather-control matrices include **Hekaras II**, after a gravitational shift alters its orbit and climate, and, most famously, the leisure planet **Risa**, whose weather system importantly maintains geologic stability.

No displacement allowed

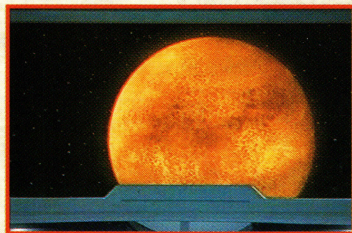
A somewhat controversial terraforming project takes place in 2364, when a highly skilled and talented Federation team directed by **Professor Kurt Mandl** carries out extensive preparations to terraform **Velara III** within the **Pleiades Cluster**. Following the death of hydraulics specialist **Arthur Malencon**, further investigation into the proposed restructuring of the planet's surface takes place, and it is discovered that an indigenous silicon-based 'microbrain' intelligent life form exists within the subsurface water table. Any alteration to the vital groundwater in which the creatures live will threaten their ability to create the electrical pathways that serve as their consciousness, and as the terraforming project includes radical changes to the water table, their hostile reaction to the team is correctly interpreted as an attempt

to save their species from extinction. The revelation that Kurt Mandl knew of their existence shocks more moral team members such as **Luisa Kim**. Mandl's efforts to ensure the terraforming continues are in vain, however; the team is removed and a quarantine placed on the planet at the request of the crystalline life forms.

Starfleet vessels are routinely assigned to assist in terraforming projects. The **U.S.S. Hood NCC-42296** and **U.S.S. Enterprise NCC-1701-D** are assigned to such a mission at **Browder IV** on **Stardate 43714**, as is the **U.S.S. Gandhi NCC-26632** at the **Lagana sector** in 2369. The *Enterprise* and its crew witness the greatest, yet most tragic, triumph of renowned terraformer **Professor Gideon Seyetik** in 2370, when he sacrifices himself while reigniting the dead star **Epsilon 119**. As creator of the beautiful **Blue Horizon** project, and the man responsible for transforming **Halana** into **New Halana**, Seyetik's troubled genius is typical of the very best terraformers. Successfully utilizing highly dangerous and controversial protomatter to reignite the star and bring potential life to billions, Professor Seyetik succeeds where the Marcuses failed, owing to newly developed scientific breakthroughs and his own terraforming experience.



▲ **Professor Gideon Seyetik dies in 2370, but will be remembered as one of the greatest terraformers in the history of the Federation.**



▲ **Seyetik aims to reignite the dead star Epsilon 119 by delivering protomatter into its core, which has cooled over thousands of years.**



▲ **The professor crashes his shuttle onto the Epsilon 119's barren surface. He proves his theory, but the experiment costs him his life.**

PROJECT GENESIS

Life from lifelessness

The Genesis Project is perhaps the most controversial experiment in the history of the Federation's terraforming program. It is developed in great secrecy by Dr. Carol Marcus and Dr. David Marcus, with the full support of Starfleet Command; they employ hugely powerful yet highly unstable protomatter as the basis of their planetary restructuring system, and deploy it in a self-propelled torpedo-shaped device. Their aim is to decrease the time it takes to terraform a world from years to days: the detonation of the device is designed to set off an explosive chain reaction on the surface of a previously uninhabited planet, completely restructuring any material in existence at that time. All matter is reformatted at the subatomic level, and is reassembled according to a previously designed matrix. Initial tests within the Regula test asteroid prove successful and encouraging. The accidental creation of the Genesis Planet from the Mutara Nebula in 2285, however, shows the protomatter base to be completely unstable, and leads to the eventual self-destruction of the planet. Protomatter is then abandoned as a viable research material for nearly a century.

▶ **As the protomatter matrix destabilizes, the Genesis Planet suffers from extremes of temperature, including freezing icy wastes.**



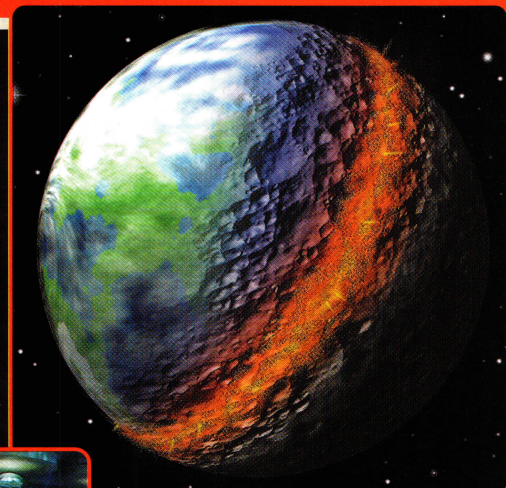
▲ **Carol and David Marcus are dedicated to the success of the Genesis Project.**



▲ **The project is top secret, and only high-ranking personnel have access to information on it.**



▶ **Primeval forests form on the Genesis Planet, but soon evolve past this.**



▲ **The Genesis Device can create life, but it also has the potential to be used as a deadly weapon.**

▲ **Continents and oceans begin to form across the surface of the previously barren Genesis Planet.**



Son'a Technology

In the 100-year period since their exile from the Ba'ku colony world, the Son'a have established themselves as a force to be reckoned with. The technology they have developed identifies them as an advanced race, and compares more than favorably with the systems of the United Federation of Planets.

Son'a technology is widely regarded as superior in many respects to that of **Starfleet**, with their expertise particularly evident in the development of propulsion systems that can operate within the hazardous area of space known as the **Briar Patch**, and their studies of **metaphasic particles**. The Son'a attempt to remove the Ba'ku colony from their adopted world in 2375 is a joint effort with the **United Federation of Planets**, and requires their technology to work in conjunction with Starfleet systems and protocols. The exchange of data and recorded information with the Starfleet team is extremely

important during their joint covert operation to prepare the unsuspecting Ba'ku for their repatriation, and one of the most versatile pieces of equipment used by the Son'a is their version of the standard Starfleet **PADD**.

Portable device

PADD is an acronym for **Personal Access Display Device**, and complements the use of **tricorders** and other specific scanning and recording equipment that can be used in the field or during normal operations aboard a ship. A PADD is primarily designed for the display of information rather than the gathering of data, although the unit can be configured to enter

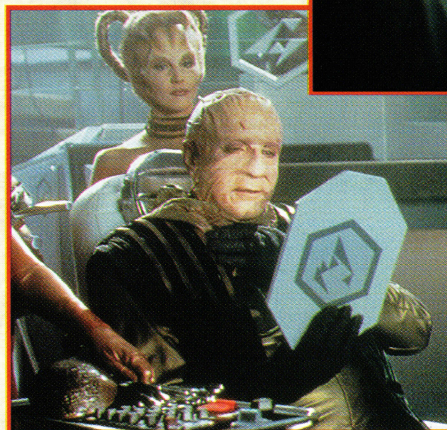
data and information manually for downloading to a master computer system at a later date. The Son'a deploy at least two different kinds of PADD, differing in size and complexity according to the operating conditions in which they need to be utilized.

The PADD used extensively by **Subahdar Gallatin** during his work on the **Ba'ku colony world** and his

daily duties aboard **Ahdar Ru'af's** vessel is the smallest of the two versions used by the Son'a, and is the most portable. The small PADD is constructed of a lightweight yet resilient metallic material, and can be configured to display a variety of information on its relatively wide, flat screen, which is integrated into the upper surface of the device. The lower surface is protected by



Some Son'a devices are larger than their Starfleet counterparts. This can give the benefit of a larger viewing screen, however.

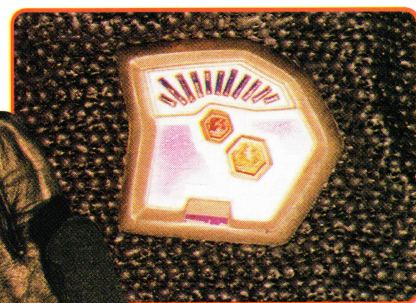


One of Ahdar Ru'af's most familiar handheld devices is used for vanity: an octagonal mirror helps him to check the results of his regular flesh-stretching sessions at the hands of Ellora slaves.

SON'A GLOVES

1 Fitted components Ahdar Ru'af's gloves feature a distinctive control panel that allows him to issue verbal commands to the computer.

The gloves, like Son'a uniforms, are made of a durable fabric that allows them to be worn in a variety of conditions.



The glove controls feature two miniature press-buttons, and a small communicator device.



The control panel attached to Ru'af's glove is larger than the unit featured on the gloves of his subordinates. The device is constructed of a silver alloy, and features a small array of controls.

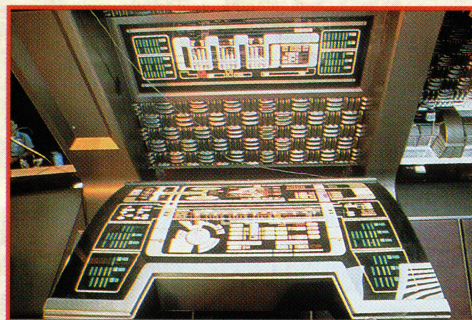
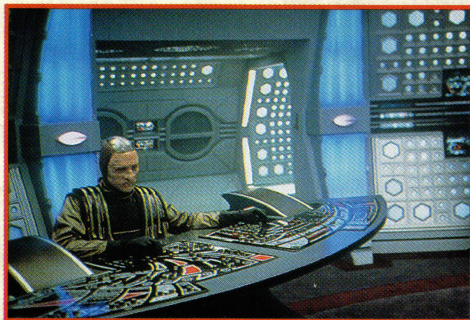
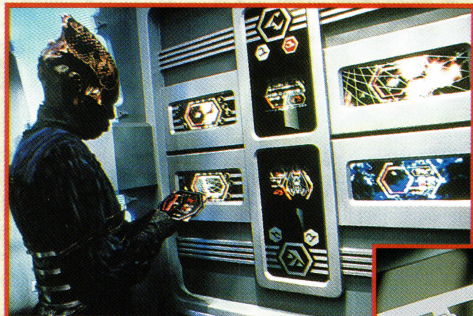
The gloves of lesser Son'a officers also feature a control interface. This unit is smaller than Ru'af's, and carries fewer controls.

The underside of the gloves are made of two contrasting materials; the main palm is made of a leathery fabric, while the thumb features a suede-like material.

2 Gloved hands All Son'a personnel wear gloves while they are on duty aboard the **Son'a Mission Scout Ship**.

Son'a Technology

▶ The walls of the bridge aboard Son'a vessels feature an array of touchscreen displays and controls.

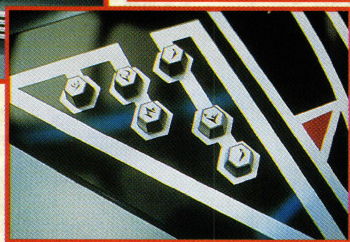


▶ Son'a bridges feature a vast array of controls.

▶ The workstations located around the perimeter of the Son'a bridge are gently curved to improve access to the controls.



▶ Many Son'a consoles are almost table-like, with controls set on the desktop.

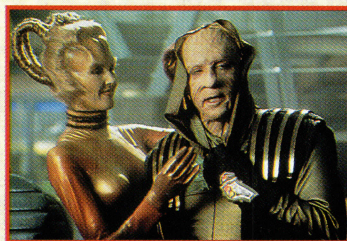


▶ Some consoles in Son'a vessels use raised toggle switches to control operations.

result of the need for such controls effectively reduces the potential viewing area even more on the display. The Son'a carry out a number of highly complex experiments and scientific developments, so the need for large amounts of displayed information in sufficient detail leads to the development of a much larger PADD which sacrifices its overall portability for a greater depth of visually relayed information.

Advanced technologies

As the Son'a's commander and chief developmental scientist for the harvesting of metaphasic particles from the rings around



▶ Ru'afo's wrist control device is more prominent than those worn by his subordinates.

the Ba'ku colony world, Ru'afo has a particular need for high levels of detail in his information, due to the complexity of the simulations he is attempting to program. Ru'afo's **Son'a Mission Scout Ship** is extremely well-equipped with scanning equipment and computerized systems on both the main bridge and in his tactical room, but the enlarged PADD he works on can be taken to any part of the ship. It contains all the information he needs to continue working away from the main systems. Similar in shape to the smaller PADD, this unit is

octagonal, with the upper and lower edges slightly longer than the left and right sides and angled corners. Once again, there is a predominantly rectangular main viewing area, although the display itself follows the eight-sided shape of its casing. The casing is approximately half a meter across at its widest point.

The device is constructed from a bronze-colored alloy that covers the entire underside of the PADD with a distinctive, inlaid series of red Son'a symbols on the underside. The display is in color, and, due to its use of backlighting, the computerized image is highly visible and easy to read, even in poorly lit conditions. There is a series of small circular buttons and indicators running along the upper and lower outside edges of the display side that carries out unspecified functions, and the information can be manipulated directly by the use of a number of reconfigurable touch-sensitive buttons on the display itself.

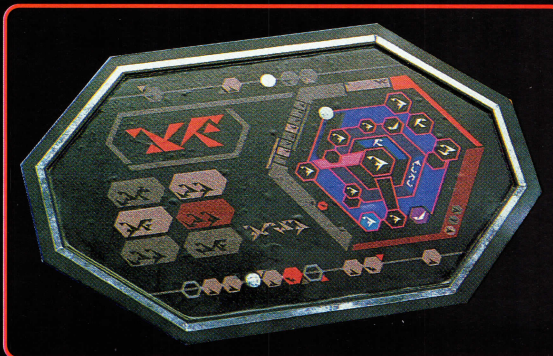
WRIST CONTROLS

Button Control PADD

Much of Son'a technology is based around an octagonal design, exemplified by the shape of their PADDs and many of the icons used on their displays. This theme is also featured on the touch-sensitive PADD worn on the left forearm of Adhar Ru'afo's uniform.

The curved PADD is designed to host a number of vital communications and control interfaces; Ru'afo is able to undertake direct verbal communication with his ship's computer systems by the use of this unit. The device is constructed from a lightweight material, with four octagonal buttons mounted on the longer rear section within a silver-colored alloy, along with a single identically sized button directly forward of this in line with the others. Two red buttons are positioned on the PADD's leading edge and are activated by Ru'afo in times of emergency.

▶ Like the portable devices used by Starfleet, Son'a PADDs can display detailed animated sequences to illustrate their data.



▶ Many Son'a devices are designed to reflect an octagonal theme, both in their physical appearance and in the layout of the information they display. The screens use muted colors.

the angled rectangular outer casing which forms a border around the outside of the display area and allows the PADD to be easily handled without the hands having to touch the display itself.

All Son'a computer systems incorporate a highly sophisticated symbolic language, and the small PADD is no exception, displaying anything from the day-to-day movements of the Ba'ku, to detailed sensor information concerning the launch of **Captain Jean-Luc Picard's Captain's yacht** from the **U.S.S. Enterprise NCC-1701-E**, and the exact crew complement present on board.

The small Son'a PADD has advantages over the limited displays found in Starfleet tricorders, but, in keeping with similar Starfleet PADD designs, it can display data only in a limited amount, due to the size of the viewing screen. A number of touch-sensitive controls required for the manipulation and transmission of information is a practical necessity in order to make the PADD as flexible in its operation as possible, and the



STAR TREK III: THE SEARCH FOR SPOCK Index

Part 2 Admiral Kirk's plan to retrieve Captain Spock's body from the surface of the Genesis Planet is threatened by the appearance of a *Klingon Bird-of-Prey*. The vessel's commander is eager to learn the secrets of the newly-formed world in order to harness it as a weapon of mass destruction.

COMMANDER KRUGE



Commander Krige
File 48 Card 14

▲ Commander Krige is eager to possess the secrets of Genesis.

KLINGON BIRD-OF-PREY



▲ The **KLINGON BIRD-OF-PREY** is a formidable vessel. It is a heavily armed, compact ship, and has the added advantage of being able to enter planetary atmospheres. Variants of these ships remain in service throughout the next century.

PORT
VIEW

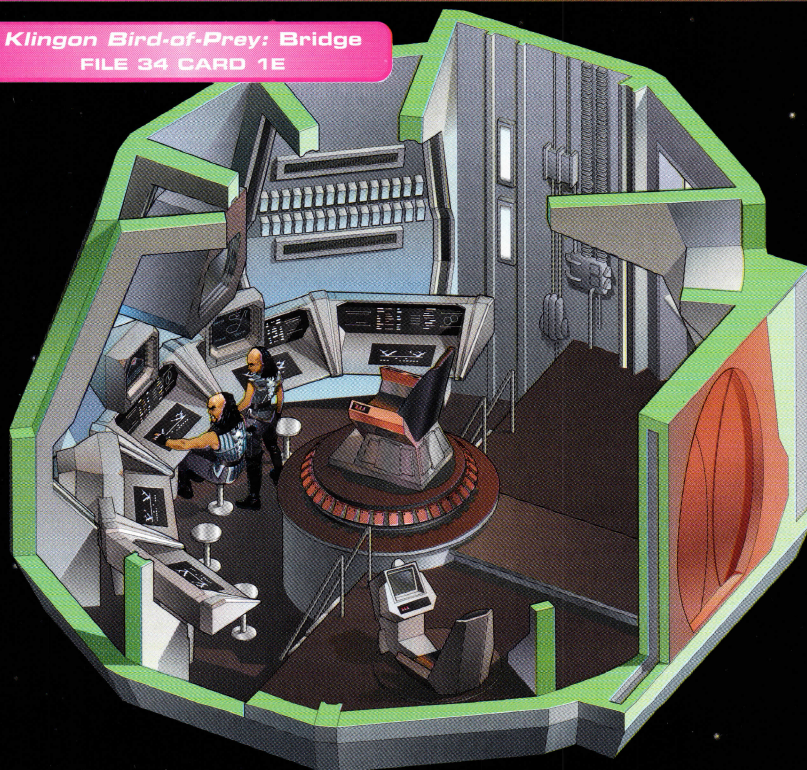
Klingon
Bird-of-Prey
File 34 CARD 1

DORSAL
VIEW



KLINGON BIRD-OF-PREY: BRIDGE

Klingon Bird-of-Prey: Bridge
File 34 CARD 1E



▲ The bridge of the **KLINGON BIRD-OF-PREY** is an incredibly cramped facility, with most of the workstations located at the front of the area. The commander of the vessel occupies a raised chair positioned in the center of the room, forcing all subordinates to look up to their superior officer.

KLINGON WEAPONS

Klingon
Disruptors
File 60 CARD 4B

▲ Klingon disruptors resemble ancient Earth pistols, with a long barrel and an elegantly curved handgrip. They can swiftly vaporize any opponent.

▶ A d'k tahg knife is used to murder David Marcus on the Genesis Planet.

▲ Disruptor rifles closely resemble the smaller pistol, with the addition of an elongated butt to brace the weapon against the user's body.

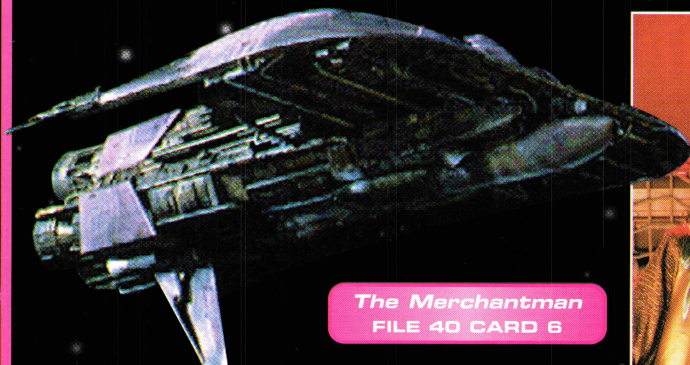
Klingon Ritual
Weapons
File 11 CARD 7





STAR TREK III: THE SEARCH FOR SPOCK Index Part 2

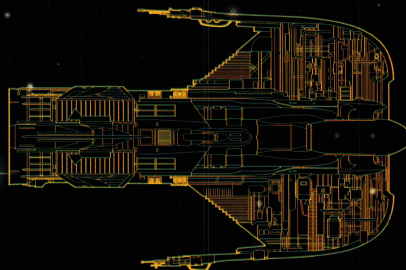
MERCHANTMAN



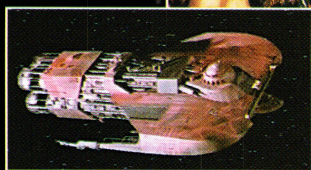
The Merchantman
FILE 40 CARD 6



STARBOARD VIEW



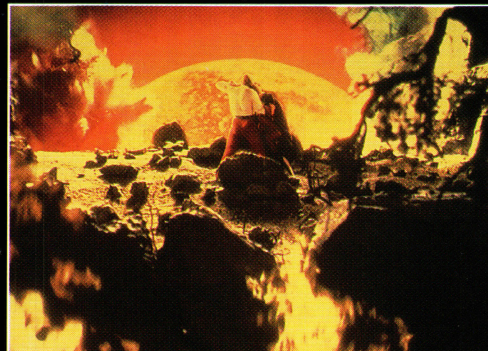
VENTRAL VIEW



DORSAL VIEW

▲ The MERCHANTMAN is a small mercenary ship. In 2285, the vessel is hired by the Klingon Valkris after she acquires data regarding the Genesis Device and delivers it to Commander Kruge. The MERCHANTMAN is subsequently destroyed by Kruge after Valkris reveals that she has viewed the stolen data.

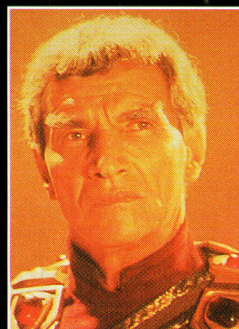
GENESIS



The Genesis Planet
FILE 5 CARD 3

▲ The Genesis Planet quickly destabilizes after its creation in 2285.

VULCANS

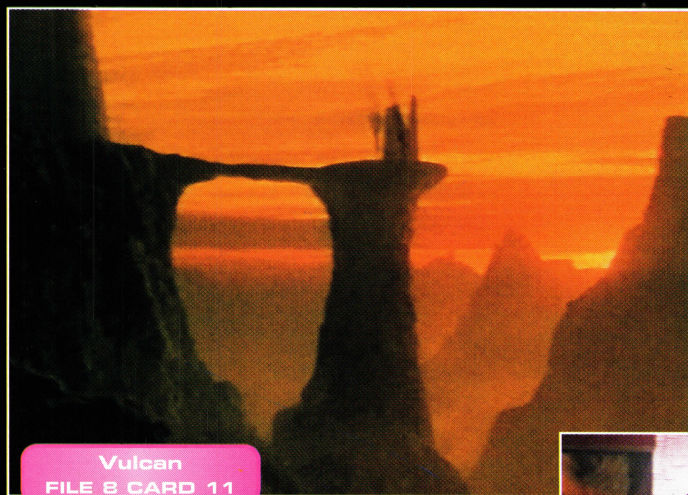


Sarek
File 45 Card 1



T'Lar
File 8 Card 13

VULCAN, THE FAL-TOR-PAN CEREMONY, AND PON FARR



Vulcan
FILE 2 CARD 11

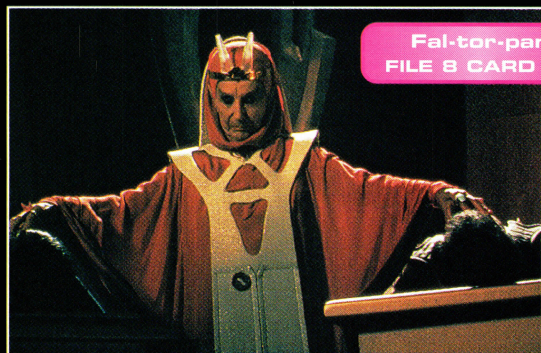
Pon farr
FILE 8 CARD 10

▲ The planet Vulcan is an arid world. Its surface is covered in expansive areas of desert, as well as towering mountainous regions. "Mount Selaya" is the location of one of the planet's most ancient and revered temples.

▼ The fal-tor-pan is a legendary ceremony not conducted since "ages past."



▲ The re-generated Spock undergoes Pon farr, the Vulcan mating drive, following his resurrection.



Fal-tor-pan
FILE 8 CARD 13



▲ Vulcan High Priestess T'Lar performs the ancient ceremony to rejoin the regenerated body of Captain Spock with his katra in 2285.

STAR TREK III:
THE SEARCH
FOR SPOCK

SECTION 1: A GUIDE TO THE STAR TREK GALAXY

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PON FARR

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AND THE KATRA

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SECTION 6: STARSHIP LOGS

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THE SEARCH FOR SPOCK



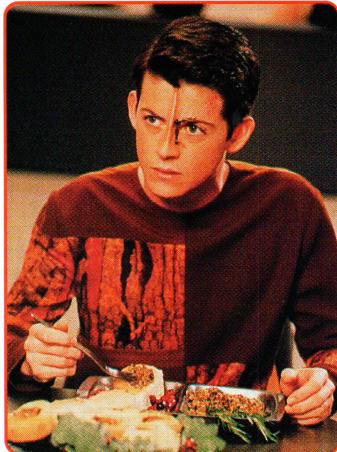
update

Icheb

This teenaged humanoid male, son of **Brunali** farmers **Yifay** and **Leucon**, was rescued from the **Borg** by **Seven of Nine**

in 2376. Icheb later donated his **cortical node** to Seven and hoped to join **Starfleet**. (*Starship Log*: 'Child's Play' [VOY]) **SEE FILES 18, 71**

The former Borg drone named Icheb boarded the U.S.S. VOYAGER NCC-74656 in 2376. He adapted quickly to his new life aboard the vessel.



The Doctor's image buffer captured visions of the U.S.S. VOYAGER crew celebrating Ensign Jetal's birthday – an occasion that had been wiped from his memory by Captain Kathryn Janeway.

Imperatives

Governing laws of the authoritarian **Devore Imperium**. During contact with the Devore, **Captain Janeway** violated **Imperative 32, Codicil 626**, and **Imperative 12, Codicil 6**, by deviating from her flight plan and harboring telepaths. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILES 18, 40, 58, 71**



The Devore upheld a strict set of imperatives that had to be observed by starships who wished to travel through their region of space.

Ilario, Hector, Lt.

This 22-year-old **Starfleet** pilot was shot through the heart by **Chu'lak's TR-116 rifle**. Ilario was shot in his quarters on **Deep Space Nine** after celebrating victory over six **Jem'Hadar Attack Ships** and died from the attack. (*Starship Log*: 'Field of Fire' [DS9]) **SEE FILE 70**

image buffer

Component of the **holoimager** device. Odd photos stored in the **Doctor's** holoimager were proven to be unaltered because the image buffer was fully intact. (*Starship Log*: 'Latent Image' [VOY]) **SEE FILES 65, 66, 71**

imaging diodes

Neurocortical probe subsystem. **Dr. Bashir's** genetically enhanced friends recalibrated the imaging diodes on a neurocortical probe so that the doctor could manipulate neural proteins at the subatomic level, and thus cure **Sarina Douglas**. (*Starship Log*: 'Chrysalis' [DS9]) **SEE FILES 43, 71**

imagizer

Word for viewscreen in the monochromatic **Adventures of Captain Proton** **holoprogram** environment. (*Starship Log*: 'Bride of Chaotica!' [VOY]) **SEE FILES 29, 71**

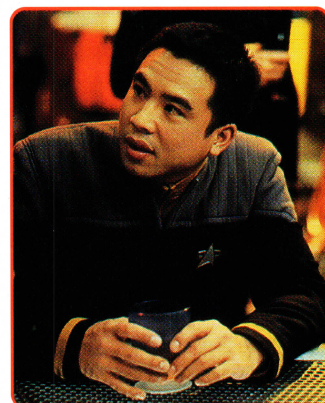
Imhotep

Delta Quadrant species. In 2377 the Imhotep celebrated a recent peace in the sector by sending a team to compete in the **Antarean Transtellar Rally**. (*Starship Log*: 'Drive' [VOY]) **SEE FILES 18, 71**

immersion shielding

High-tolerance deflector adaptation of **Borg** shielding, tested on **multispatial probes**. In 2375, this system protected the **Delta Flyer** from the crushing forces of a gas giant. (*Starship Log*: 'Extreme Risk' [VOY]) **SEE FILES 27, 71**

Icheb
Ilario, Hector, Lieutenant
image buffer
imaging diodes
imagizer
Imhotep
immersion shielding
Imperatives
impulse flow regulator
impulse manifold
Inavar Prime
incense, Klingon
index the margin
induction coil
injector controllers
inquisitor
Institute of Cosmology
intelligence officer
interdimensional transponder array
interfold layer
intermittent cyclic vortex
internal transporter nodes
interplexing beacon



Lt. Ilario was tragically murdered aboard the Federation station DEEP SPACE NINE in 2375.



The DELTA FLYER utilized immersion shielding that allowed it to withstand extreme pressures.



The methods used to remove the former Borgs implants on Inavar Prime were crude and inefficient.

impulse flow regulator

Starship warp drive component. Under attack, **Maquis Fighters** adjusted the impulse flow regulator on the fly and then ignited their **plasma exhaust** – if their ship did not blow up first. (*Starship Log*: 'Blaze of Glory' [DS9]) **SEE FILES 39, 70**

impulse manifold

Conduit within the **impulse engine** for directing gases. During **Starfleet's** preflight sequence, the impulse manifold must be purged and cleared before the **microfusion generators** can be brought online. (*Starship Log*: 'The Changing Face of Evil' [DS9]) **SEE FILES 20, 21, 70**

Inavar Prime

Former members of **Seven of Nine's** old **Borg Unimatrix** had their implants removed on this **Delta Quadrant** planet. Inavar Prime technicians were unable to disconnect the mini-**Borg collective's** **neural link**, however. (*Starship Log*: 'Survival Instinct' [VOY]) **SEE FILES 15, 71**



incense, Klingon

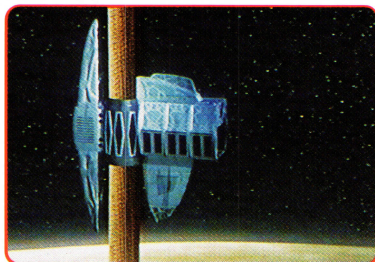
Klingon version of human incense. **B'Elanna Torres** claimed the fragrance given off by burning Klingon incense cleared the mind and chased away demons. **Captain Janeway** was astonished that the odor did not trigger environmental alarms. (*Starship Log*: 'Nothing Human' [VOY]) **SEE FILES 11, 43, 71**

index the margin

Advanced move in the **Ferengi** game of **Tongo**. During **Dr. Bashir** and **Chief O'Brien's** first game of Tongo, O'Brien quit after Bashir indexed the margin at 10 percent. (*Starship Log*: 'Change of Heart' [DS9]) **SEE FILES 14, 66, 70**

induction coil

Basic mechanism, first seen on Earth in 1837, for achieving high voltage through an induction process involving a primary coil, interrupter, and larger secondary coil. Induction also worked with magnetic fields and, later, the plasma-based induction systems seen in every **Federation** starship. Induction coils are found in **Klingon disruptors**; induction coil motors run the **Nezu mag-lev carriages**; **Ferengi** ships run on **induction matrix systems**; **Jem'Hadar attack ships** have **induction stabilizers**; and even **Borg** vessels can be defeated by overloading their induction grids. (*Starship Log*: 'Honor Among Thieves' [DS9]; 'Rise' [VOY]) **SEE FILES 20, 21, 71**



▶ The **Nezu mag-lev carriages** that rise above the planet on orbital tethers are just one of many applications for induction coils found throughout the Galaxy.

injector controllers

This critical element of a **warp engine** sends plasma to the **matter/antimatter chambers**. Malfunctioning injector controllers could force a ship to attain dangerous warp speeds or much worse. (*Starship Log*: 'Crossover' [DS9]) **SEE FILES 20, 21, 70**

inquisitor

Job title of **Tekeny Ghemor's** wife, who worked at **Central University** on **Cardassian Prime**. (*Starship Log*: 'Second Skin' [DS9]) **SEE FILES 50, 70**

Institute of Cosmology

Starfleet institute of higher learning on **Orion I**. Matriculation requirements include one year of practical starship experience. **U.S.S. Voyager NCC-74656's** crewman **Mortimer Harren** had joined *Voyager* to satisfy this prerequisite. (*Starship Log*: 'Good Shepherd' [VOY]) **SEE FILES 19, 29, 71**

intelligence officer

This was the assignment given to **Lt. Commander Worf** in 2373, during his service on the **Federation** space station **Deep Space Nine**. (*Starship Log*: 'Soldier of the Empire' [DS9]) **SEE FILES 27, 43, 70**

▶ **Lt. Commander Worf** was assigned a posting as the intelligence officer stationed aboard the **Federation station DEEP SPACE NINE** in 2373.



interdimensional transponder array

Experimental **hyper-subspace** communications platform. One of the first such systems, the **Mutara Interdimensional Deep Space Transponder Array**, was developed by the **Vulcans** and **Starfleet's Pathfinder Project** in 2376. (*Starship Log*: 'Pathfinder' [VOY]) **SEE FILES 32, 71**



▶ The **U.S.S. VOYAGER NCC-74656** discovered a number of **Astral Eddies** in 2373. The phenomenon is theorized to be caused by **interfold layers**.

interfold layer

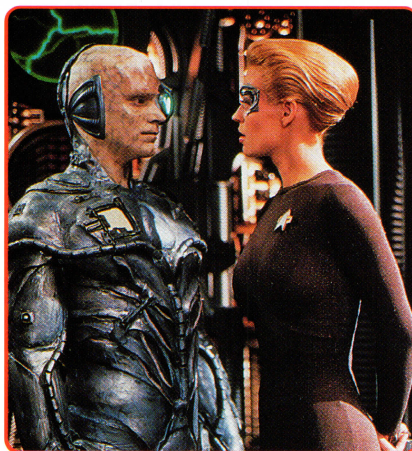
Apparently random anomaly created when **subspace** seeps into normal space. **Astral eddies** are said to be caused by interfold layers. (*Starship Log*: 'Real Life' [VOY]) **SEE FILES 5, 29, 71**

intermittent cyclic vortex

A type of wormhole that appears at irregular intervals at different locations. **Torat**, a **Delta Quadrant** wormhole phenomena expert, believed 'intermittent cyclic vortex' to be a precise appellation for this phenomenon. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILES 18, 71**

internal transporter nodes

An attribute of the 29th-century **Borg** created during a **transporter** accident. Internal transporter nodes would make the **drone** highly mobile. (*Starship Log*: 'Drone' [VOY]) **SEE FILES 52, 71**



▶ The 29th-century **Borg** called **One** had a unique physiology that featured a number of advanced technological components, including **internal transporter nodes**. This allowed him to beam directly aboard a **BORG SPHERE** in 2375 without needing to use a transporter platform.

interplexing beacon

Borg cranial implant. This interplexing beacon is part of the **drone** communications system. Each drone is assigned a unique **translink frequency** so that exchanges are conducted efficiently. (*Starship Log*: 'Timeless' [VOY]) **SEE FILES 15, 38, 52, 71**

▶ **Seven of Nine's** interplexing beacon proved to be an important component in the future **Harry Kim's** efforts to contact his younger self and prevent the **U.S.S. VOYAGER NCC-74656** from using its quantum slipstream drive.

